

5.2 IMPERIAL GUARD

"For every battle honour, a thousand heroes die alone, unsung, and unremembered."

The Imperial Guard is the largest and most important fighting force of the Imperium. It is divided into innumerable armies and scattered throughout the galaxy across hundreds of war zones. Its administration and provisioning occupies the entire efforts of the Departmento Munitorum, the munitions and supply department of the Administratum. Even this colossal organisation has no real idea of exactly how many troops are under arms, as the continuous toll of casualties and influx of recruits may run to millions in a single day.

The vast size of the Imperial Guard is some indication of the scale of humanity's struggle. Aliens are everywhere, rebellious humans await their chance to strike at vulnerable worlds, even supposedly loyal Imperial Commanders may be prepared to risk war in order to further their personal fortunes.

Recruitment

Every planet in the Imperium has its own independent army, recruited and controlled by its Imperial Commander. These local armies are huge but they are confined to a defensive role within their home system. Apart from seeing off aliens and human bandits based on nearby worlds, these local defence forces are often involved in internal struggles on their homeworld. It is a rare planet where the Imperial Governor rules completely unchallenged! The Adeptus Terra cares little for such petty affairs, and is quite content to let Imperial Commanders fight amongst themselves and with their subjects.

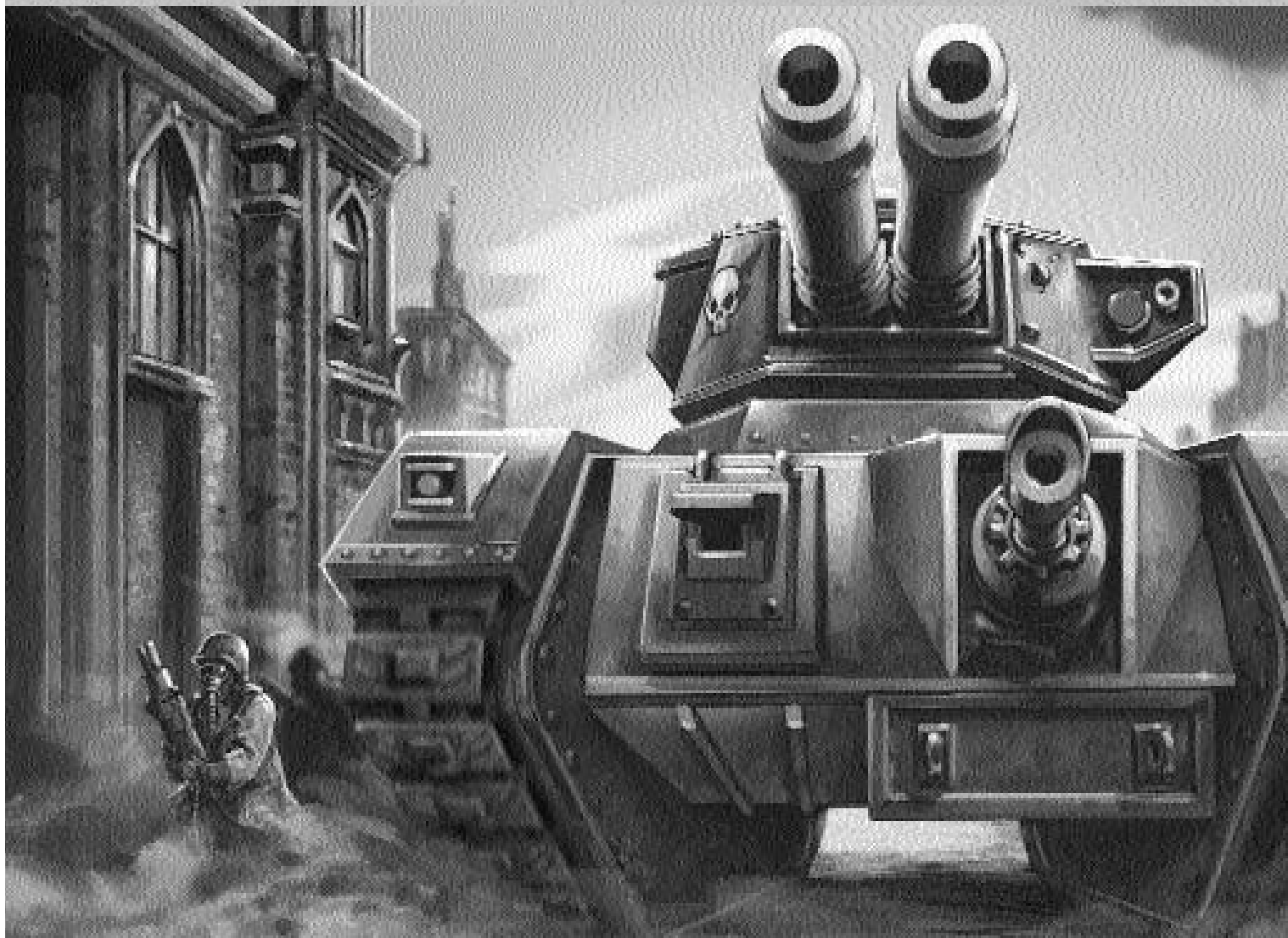
The Imperial Guard is recruited from these independent planetary forces from worlds throughout the Imperium. According to an ancient law, Imperial Commanders must provide a portion of their best troops for Imperial service.

The Departmento Munitorum supervises the recruitment of new Imperial Guard regiments. Each regiment numbers between 2,000 and 6,000 men, and is named after the planet where it was recruited. Troops regard themselves as belonging first and foremost to their regiment, which consists of their comrades from the same world, who speak the same dialect, and practise the same social customs.

Many Imperial Guard regiments are recruited from the savage urban environments of the hive worlds, planets where family or corporate-based warfare is more or less endemic. Such troops are battle-hardened long before they are recruited into the Imperial Guard, and are regarded as the best raw material for a fighting regiment. Other favourite recruiting grounds are the feral and medieval planets as these tend to have a natural warrior caste. These primitive warriors must be thoroughly trained to use modern weapons, but they are not discouraged from native practices such as head-hunting and the taking of scalps and other trophies. Similarly, the wearing of warpaint and barbarous battle-gear is regarded as perfectly acceptable because such customs serve to encourage the troops and frighten the enemy.

Regiments

The galaxy is a diverse place with many strange and barbarous customs. The Imperial Guard regiments come from many different planets and their native cultures, style of dress, technological background and warrior traditions differ



too. The Imperial Guard does not even try to impose uniform standards of dress or armament, preferring to exploit the unique strengths of each regiment, whatever they may be. Regiments therefore wear their native style of dress, although the issue of standard equipment and armour lead to a certain unity of appearance.

For example, the planet Attilea is renowned for the skill and courage of the warrior horsemen who rule the huge, grassy plains of their native world. When Attilean regiments are recruited into the Imperial Guard they become mounted regiments of Rough Riders. Although it may seem strange that horsemen have a place amongst the arcane technology of the Imperium, there are many worlds where these warriors prove their worth. The Attileans' ability to move rapidly and subsist from the land makes them ideal for infiltrating enemy lines and scouting ahead of advancing armies.

Initial Deployment

Once a regiment has been raised it is immediately shipped to its posting. While in transit the regiment receives further training as necessary. Some hive world regiments need little or no training as they will be familiar with most of the weapons they are likely to use. Other regiments may need longer or more intensive instruction. By the time the regiment arrives at its posting it should be thoroughly trained and itching for battle.

A regiment can be posted straight into the heart of a conflict, but it will more likely be posted on a world that borders a warzone. The addition of an Imperial Guard regiment to the planet's forces is welcomed, especially if the world is under threat from attack, as is often the case.

A regiment can also be posted to a newly conquered or liberated planet to serve as a garrison. Garrison duties are not entirely without excitement, as newly reconquered worlds will

still harbour pockets of resistance. In many instances a garrison must consolidate a planet from little more than an initial beachhead.

Commissars

Guard regiments come from all across the galaxy, from worlds which are often primitive or anarchic. Until their recruitment, troopers have little notion of their true place in the great Empire of Mankind. Imperial Commissars are appointed to Imperial Guard regiments to ensure that the troopers receive the right kind of leadership.

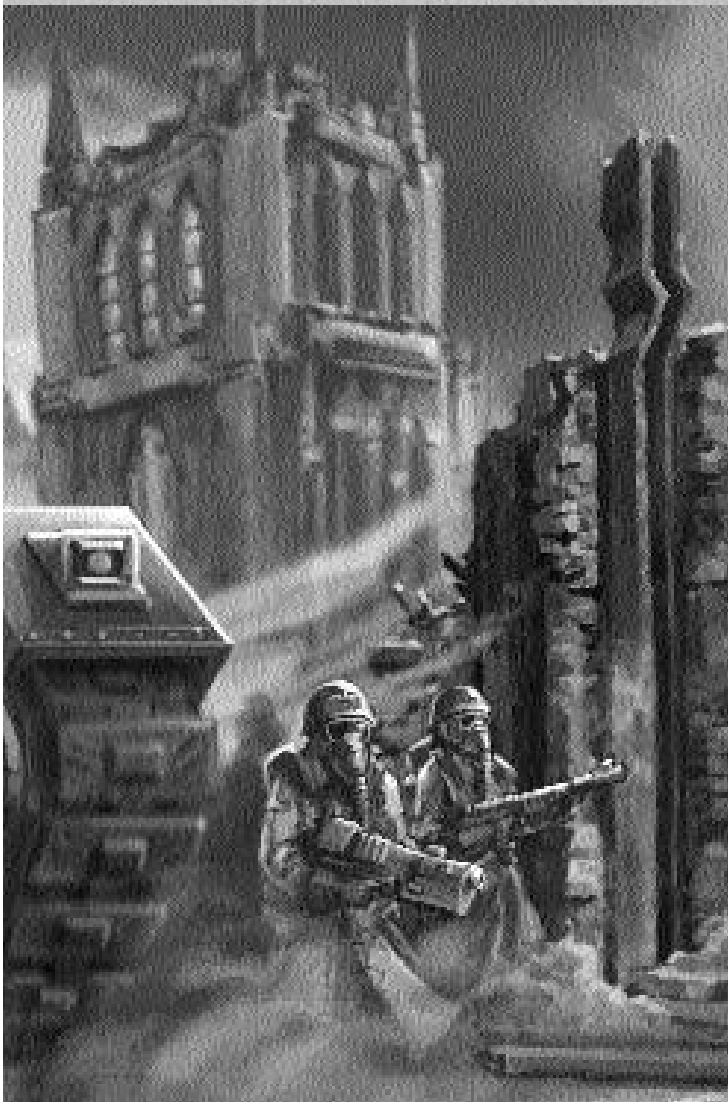
Commissars are important leaders in the Imperial Guard because regiments are often ill-disciplined and barbaric. Many come from savage worlds where warriors respect only strength and fighting prowess. Commissars exemplify both of these characteristics and are natural commanders.

The Organisation of an Imperial Guard Regiment

Organisationally all Guard Regiments are similar but not identical. A Regiment will be divided into a number of Companies. The number of Companies is highly variable but ten to twenty is commonplace. If Companies are depleted by combat it is more normal to reorganise them into a smaller number of full strength companies than to maintain all of the original Companies. A Regiment is led by a Colonel, a Company, typically by a Captain. There are several other commissioned ranks however. Where several regiments are raised on a world they will commonly have a limited number of senior officers, some holding the rank of General. When such regiments join an Imperial Guard army the senior officers are welcomed into the Departmento Munitorum's general staff where their detailed knowledge of the troops is extremely useful. Between Colonel and Captain there exists a range of ranks intended to establish a seniority of command within the Regiment. Across the Imperium there are almost as many titles for ranks as there are regiments consequently Colonel, Captain and Lieutenant insignia may be worn by men whose rank name could be either Herzog, Chevalier, Centurion or Hetman.

A Company consists of a number of Platoons, if it is an infantry regiment. An armoured company will normally consist of a number of Squadrons, artillery companies will consist of a number of Batteries. Again the terms vary enormously. To take infantry companies as the example however, a Company will have a Command Platoon, which will include any additional support units such as anti-tank squads or special weapons teams as well as containing the Company commander and his personal guard. There are then up to six platoons each made up of a HQ squad and up to six squads of ten men. At full strength therefore a Company could number almost four hundred men, though such large an unwieldy organisations are the exception rather than the rule. More typically a full strength company will number about 150-200 men.

Regiments will often 'pick up' remnants or detachments from other formations. A temporary field assignment can easily become permanent and it is commonplace for Reconnaissance, Cavalry, Artillery and Armoured units to have part of their complement detached and assigned to Infantry formations. Similarly infantry platoons or armoured fist squads are attached to more specialised formations to provide close support. This practice is inconsistent at best and confined to those Regiments that are well-trained enough to benefit from combined arms tactics. It is the



closest the Imperium comes to all-arms battle groups. Normally these measures will be for the duration of a single campaign only although there is a tradition that some highly specialist units such as Ogryns and Rough Riders can become a permanent part of the unit they are seconded to. This is largely because entire Regiments of such specialists can prove unwieldy.

A regiment has a pool of officers approximately double the number it needs to command each company and each platoon. When it is called up some will remain to form a cadre for the next regiment to be raised on that world, the others will be adopted into the army staff as part of the Departamento Munitorum. There would in addition be Commissars and other products of the Schola Progenium available to the Departamento Munitorum for command duties.

In battle orders for an attack or operation will usually come down from army level, and will assign the regiment any support elements it requires. Because of their large size

regiments are usually called upon to carry out a number of operations or attacks simultaneously, and assaults involving all of the troops in an entire regiment are extremely rare, though by no means unheard of. The individual operations or assaults would be lead by the most senior company commander present. Usually the officer will be a member of the Regiments headquarters staff, and might be the Colonel of the regiment if the operation is of particular importance. If multiple regiments are co-operating then a member of the Lord General's staff would be ideal as leader but often the senior regimental commander would be in charge.

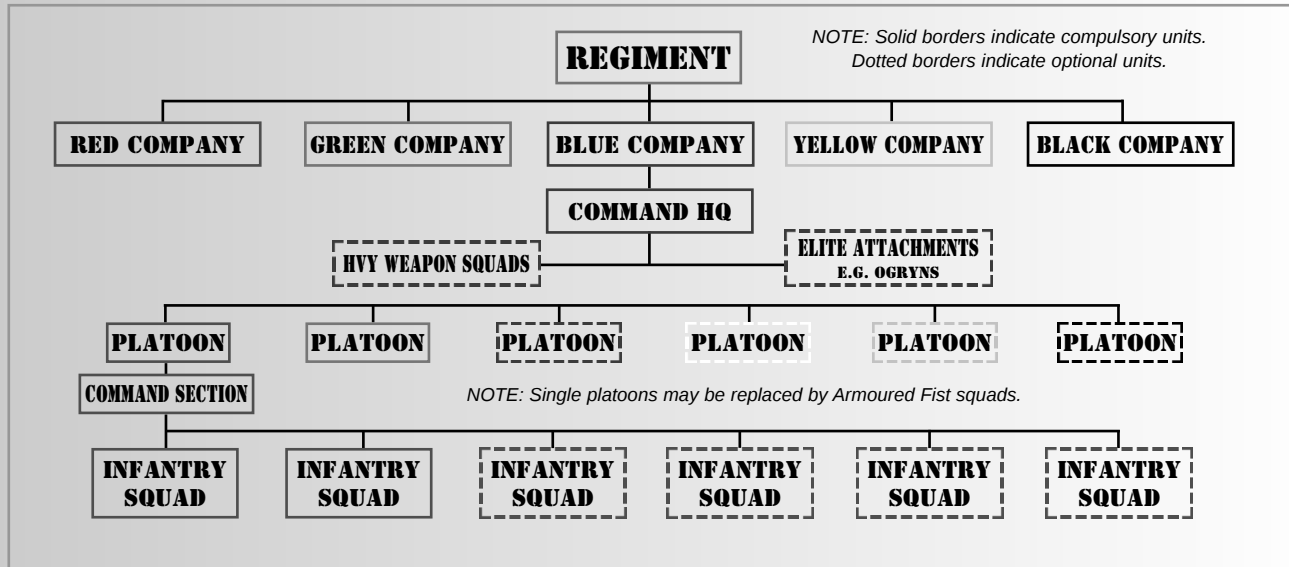
Imperial Guard Vehicle Patterns

Imperial Guard vehicles include details of the vehicle's pattern. This is simply the Forge World where the vehicle was built. For example, a Leman Russ Demolisher (Ryza Pattern) was built on the Forge World of Ryza. Vehicles of the same type that are built of different Forge Worlds often have slightly different weapon combinations, and may also vary slightly in appearance.



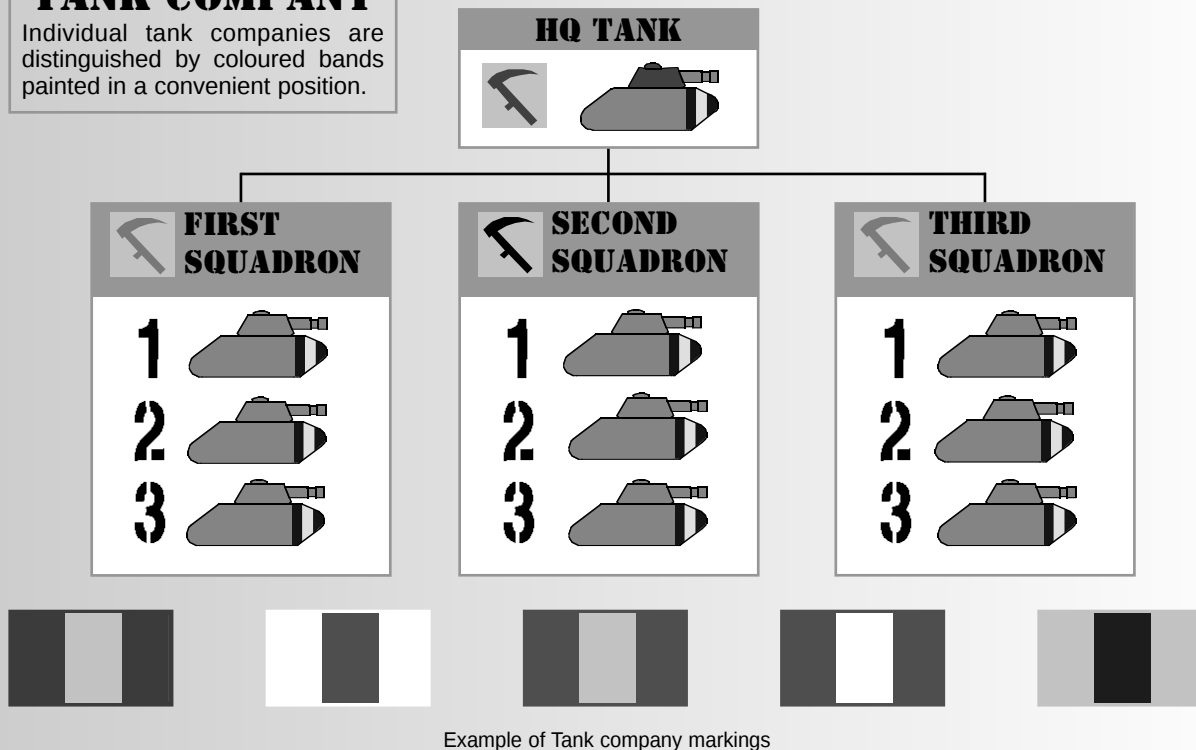
IMPERIAL GUARD REGIMENTAL ORGANISATION

The charts below shows a typical example of the way Imperial Guard units are organised. You can choose to represent this organisation on your models if you want and there are lots of different ways of doing this. Vehicles especially benefit from some kind of marking and you can see lots of examples in the rest of this book.



TANK COMPANY

Individual tank companies are distinguished by coloured bands painted in a convenient position.



Every company has its own distinctive badge, which is carried by every tank. Each squadron displays the badge in a different colour.

5.2.1 IMPERIAL GUARD UNITS

The following section describes all of the different units used by the Imperial Guard, and provides all of the information you will need to use them in your games of Epic. Imperial Guard armies have a strategy rating of two, and all Imperial Guard formations have an initiative rating of 2+.

The Imperial Guard is often likened to a sledgehammer – a huge and brutal weapon to use in battle. The Imperial Guard are not a swift, decisive army like the Space Marines, instead they are used to bludgeon a foe into oblivion in bloody campaigns taking months or even years. The might of the Imperial Guard can be turned to many specialised tasks, from sieges and siege-breaking to trench battles over hundreds of miles of battle front and huge armoured thrusts by whole regiments of tanks. Although one Imperial Guardsman can never be the equal of a Space Marine, there are thousands of men in each regiment, and it is in these huge numbers that the greatest strength of the Imperial Guard lies.

Although the numerous tomes of the *Tactica Imperium* lay down organisational and strategic doctrines, each Imperial Guard regiment has its own particular character depending upon the world of its raising and the campaign in which it is fighting. Some of these traits are purely aesthetic: uniforms, minor organisational details and so on. Others go much deeper and influence the style of fighting and the very character of the individual troopers. For instance, the Jungle Fighters of Catachan are spirited veterans used to hardship and fighting in close terrain, as their home planet is the lethal death world of Catachan. In contrast are the Mordian Iron Guard: rigid disciplinarians with an unswerving faith in their officers and the might of the Emperor. The Rough Riders of Attila are an extreme example – feral hunters who go to war on horseback, specialising in scouting out the enemy and launching swift and daring raids on enemy supply lines and reserves.



IMPERIAL GUARD SUPREME COMMANDER

The notional title of 'Supreme Commander' is one that is generally awarded to a single individual who has been assigned responsibility either for an entire battle front, or possibly even a campaign itself. During the Third Armageddon War,

several key commanders held the position of supreme commander, most notable amongst them Commissar Yarrick

and General Nikita Kurov, though several other battlefield commanders were awarded the title also. During the latter stages of Ghazghkull's first invasion Kurov, a then young Lieutenant fighting the defence of Hive Tartarus was to return decades later as the Supreme Commander of all Imperial Guard land forces on Armageddon, whereas Yarrick's role as 'Defender of Armageddon' placed him in control of the Imperium's defences of the Armageddon system as a whole. With the fate of millions quite often in their hands, Supreme Commanders do not have the luxury of being able to afford to make mistakes, for them and them alone the burden of command is almost unimaginable.

IMPERIAL GUARD SUPREME COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cms)	Small Arms	-	
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	
Autocannon	45cm	AP5+/AT6+	-	

Notes: *Supreme Commander*



IMPERIAL GUARD COMMANDER

Raised on thousands of worlds, the command structure and title rank of officers in the Imperial Guard varies immensely from regiment to regiment; some are schooled through specialised academies, others drawn only from noble families or known

Imperial blood lines. Regardless of rank or title, Imperial

Guard Commanders all share the same ideology of duty to the Emperor and defence of the Imperium. Aided by senior staff, advisors and sometimes even members of the Ecclesiarchy, Guard Commanders turn the grand battle plans received from the Regional Commanders and war planners into detailed orders which are communicated through Junior Officers to the troops. Leading often by example, Imperial Guard Commanders rarely have the luxury of fighting the war from a secure bunker miles behind the lines, for them and their men the battle is fought at the sharp end behind a lasgun or the hatch of a Leman Russ command tank.

IMPERIAL GUARD COMMANDER

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	5+	5+
Weapon	Range	Firepower	Notes	
Lasgun	(15cms)	Small Arms	-	
Chainswords	(base contact)	Assault weapons	-	
Autocannon	45cm	AP5+/AT6+	-	

Notes: *Commander*

IMPERIAL GUARD COMMISSAR

Within a body of troops as large as that of the Imperial Guard, the necessity for maintaining discipline not to mention law and order is paramount. Ensuring that officers are held accountable for their soldier's actions and don't waver from their duty are the Commissariat. Schooled in Imperial politics and law at the Schola Progenium, Commissars are the political voice of the Imperium and are regularly called upon as judge and executioner for those officers and troops found wanting in the eyes of the Emperor. In any campaign Commissars will be found at the frontline urging on their comrades and exhorting greater deeds with stories of

courage and heroism, their black great coats and gleaming cap an inspiration to those that fear them. Loathed by many Guard regiments for their puritanical fanaticism of the Imperial Creed, Commissars are nevertheless one of the most effective forms of motivation in the Imperial Guard command hierarchy.

Their loyalty to the Emperor is unquestioned, and their presence on the battlefield has often spelt the difference between an ignominious defeat and a glorious victory.



IMPERIAL GUARD COMMISSAR

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Power weapons	(base contact)	Assault weapons	Macro-weapon, Extra Attack (+1)	

Notes: Character, Leader, Fearless, Inspiring

IMPERIAL GUARD INFANTRY

Raised on thousands of worlds, the foot troops of the Imperial Guard are as diverse as they are numerous. Founded and raised on Armageddon itself, the 'Steel Legion' is Armageddon's contribution to the Imperial war machine. Steel Legion troopers are equipped with standard issue re-breathers and thick tunic's as protection against the polluted atmosphere of the ash wastes on their home planet. Most Steel Legion regiments raised on Armageddon are destined for Imperial crusades and task forces elsewhere in the sector; however large contingents are retained as part of a standing planetary defence force. Supplied with Chimera armoured

transports, the Steel Legion Planetary Defence Regiments are a highly mobile fighting force and were at the centre of virtually all operations during the war, fighting desperately to ensure that Armageddon would not fall to Ghazghkull's hordes. Armed with often nothing more than a standard pattern Imperial lasgun, the infantrymen of the Steel Legion have made the Ork invaders pay for every inch of Armageddon with their own lives.



IMPERIAL GUARD INFANTRY

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns;	(15cms)	Small Arms	-	
Autocannon	45cm	AP5+/AT6+	See below	

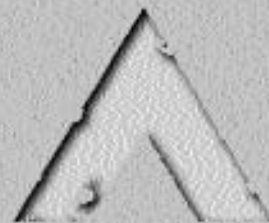


Notes: Only one unit in every two has an autocannon. Count up the number of Infantry units in the formation that can fire at the target formation and divide by two (rounding up) to find the number of autocannon shots you may take.

IMPERIAL GUARD SUPPORT SQUAD

Virtually all Imperial Guard Regiments across the galaxy include some form of mobile heavy weapon or close infantry support, especially those with limited access to armoured fighting vehicles. Fire support squads are armed far more heavy weapons than an ordinary Imperial Guard squad, and as a result can lay down considerably more long range firepower. Often these support weapon teams are distributed within the force at squad or platoon level. However, it is not uncommon for groups of heavy weapon teams to be organised into specialist fire support units. Tasked with

eliminating enemy armour or providing close infantry support, these teams will most often be deployed as part of a specific infantry platoon or area of operations, their ability to quickly relocate being invaluable where the battlefield is fluid or constantly changing. At the Battle for Infernus Hive the massed fire of the 27th Steel Legions fire support teams was solely responsible for stalling numerous Ork attacks.



IMPERIAL GUARD SUPPORT SQUAD

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	4+
Weapon	Range	Firepower	Notes	
2 x Autocannon	45cm	AP5+/AT6+	-	



IMPERIAL GUARD STORM TROOPERS

Often referred to as 'Glory Boys' by regular Guardsmen, StormTroopers are nevertheless the elite infantry troops of the Imperial Guard. They are tasked with missions best suited to their advanced training by the Schola

Progenium in infiltration and covert operations. With access to the best equipment and the Valkyrie Gunship, Stormtrooper squads are used to spearhead assaults on

fortified enemy positions and key installations. During the counter-push at Hive Tempestora Stormtrooper elements of the Cadian two hundred and seventy first and Pyran Dragoons led the offensive against the Orks driving them back into the Hive buying time for Steel Legion and Cadian armoured forces to establish the 'Morpheon Line'. With the Orks at Tempestora effectively penned in the Stormtrooper companies were then free to withdraw and be relocated to other areas of operation. Of the five Stormtrooper companies that took part in the assault, two have since remained to conduct raids into the Hive to sabotage ongoing Ork manufacturing.

IMPERIAL GUARD STORM TROOPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cms)	Small Arms	-	
Plasma guns	15cm	AP5+/AT5+	-	

Notes: Scouts



OGRYNS

Strong, loyal, but not particularly bright is how Commissar Pyotr Zukhov described the Ogryns attached to the Ninth Rygannite Rifles during the Moloch Point uprising. Well known for their brute strength, Ogryns are widely indentured into Imperial Guard regiments as shock

troops and bodyguards, their intellectual shortcomings more than made up for by their unshakeable faith in the Emperor

and determination to please their human officers. Rather unsympathetically referred to as 'abhuman', Ogryn units are closely monitored by members of the Commissariat for signs of stigma or mutation, however in the history of the Imperium remarkably few cases of corruption have been recorded by the Departamento Munitorum. Armed with nothing more sophisticated than a Ripper Gun and various close combat weapons, Ogryn Units are attached to Imperial companies that are destined for assaulting enemy strongholds, their size and strength a highly effective tool in the close confines of an enemy bunker.

IMPERIAL GUARD OGRYNS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	3+	4+	5+
Weapon	Range	Firepower	Notes	
Ripper Guns	(15cms)	Small Arms	-	
Ogryn Combat Weapons	(base contact)	Assault weapons	Macro weapons, Extra Attack (+1)	



IMPERIAL GUARD SNIPERS

Imperial Guard Snipers are armed with highly accurate sniper rifles and trained to eliminate enemy officers and other important targets. It is a peculiarity of conflict that even amongst the vast Imperial Guard, it is

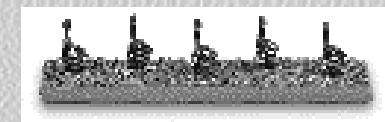
sometimes the smallest thing that can make a difference. During the decade long siege of Ansasus, a single Cadian Sniper by the name of Tuvala Zaban unwittingly became the

focus of attention after reaching an unprecedented total of two hundred enemy kills. With reports of Zaban's successes being broadcast daily by the commissariat across the vox to boost morale, the lone sniper continued racking up kills as part of 'operation steel cordon. Given the task of eliminating the rebel leadership on Ansasus, Zaban and his fellow snipers ranged undetected ahead of the main Guard armoured force, clearing rebel watch posts wherever they encountered them. Unfortunately Zaban never completed his final mission and missing after the operation was posthumously awarded the 'Order of Terra', the first time that high a decoration had been awarded to a regular Guardsman.

IMPERIAL GUARD SNIPERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	none	6+	5+
Weapon	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	-	

Notes: Sniper, Scouts



IMPERIAL GUARD ROUGH RIDERS

Rough Riders is a generic term assigned to virtually all Imperial Guard mounted cavalry regiments, and to the platoons of mounted troops attached to many other sorts of regiment as scouts. The name was made famous by the skilled Attilan horse guard, whose Rough Riders have taken part in countless wars across the Imperium, not least Armageddon. In conditions not ideally suited for the Rough Riders equine mounts, special atmosphere filtration hoods and heavy fibremesh barding was used extensively by the Steel Legion and Krieg Korps to protect the horses head and

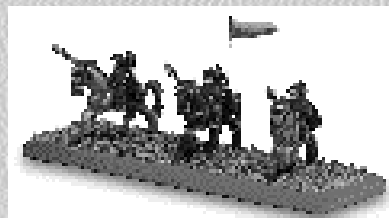
flanks from Armageddon's polluted conditions. Able to penetrate deep into the mountains and forests of the equatorial region, small companies of Imperial Guard Rough Riders worked successfully in keeping the region clear of Ork camps and the roads open to Imperial supply convoys. Their ability to remain virtually completely self-sufficient in the field for long periods of time have made the Rough Riders an archaic yet vital part of the Imperial war effort on Armageddon.



IMPERIAL GUARD ROUGH RIDERS

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	6+	4+	6+
Weapon	Range	Firepower	Notes	
Laspistol	(15cm)	Small Arms	-	
Chainswords	(base contact)	Assault weapon	-	
Power lance	(base contact)	Assault weapon	First Strike	

Notes: Mounted, Scouts, Infiltrators



IMPERIAL GUARD VALKYRIE

The Valkyrie is a twin-engine attack skimmer used almost exclusively by the Imperial Guard for aerial insertions and covert drops. With a crew of five, including two door gunners and a crew chief, the Valkyrie can carry up to ten fully equipped Storm Troopers with all necessary ancillary supplies and deploy them straight into the thick of the action. Using Valkyrie, five units of Imperial Guard Storm Troopers retook the geothermal processing plant in Kasr Holm after a splinter heretic cult seized the facility. The traitors claimed to have rigged the deep core geothermal shafts with explosives

and so it was vital that they be taken down quickly and efficiently. Under cover of darkness five Valkyries transported the Storm Trooper teams to attack the complex from the seaward side of the peninsula taking the traitors completely by surprise. The Valkyries then provided fire support for the rest of the operation ensuring no other hidden groups gained access to the complex until it was back in Imperial hands.



IMPERIAL GUARD VALKYRIE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
2 x Heavy Bolter	30cm	AP5+	-	
2 x Rocket Pod	30cm	1BP	Disrupt, One-Shot	

Notes: Skimmer, Scout, Transport (may carry two Storm trooper units)

IMPERIAL GUARD VULTURE

The Vulture is closely related to the Valkyrie. Whilst the Valkyrie is a transport craft designed for carrying troops and equipment into the battlezone, the Vulture is a gunship, replacing the transport compartment in favour of a large weapons load. Vultures usually fly in support of Valkyrie operations, providing heavy firepower as the airbourne troops go in. A flight of Valkyries will often be supported by a single Vulture, whose task is to engage the enemy with its full firepower at the moment of insertion, when the infantry

are at their most vulnerable. The Vulture can also provide heavy hitting power for lightly equipped drop troop regiments, who lack artillery and tank support. The Vulture's highly variable weapons configuration means that it can fulfil any role required, from providing anti-tank fire with its Hellstrike Missiles, to strafing infantry with its autocannon and heavy bolters.



IMPERIAL GUARD VULTURE (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Bolter	30cm	AP5+	-	
Twin Autocannon	45cm	AP4+/AT5+	-	
2 x Hellstrike	120cm	AT2+	One-Shot	

Notes: Skimmer, scout



IMPERIAL GUARD CHIMERA

Manufactured in vast quantities in the factories of Armageddon, the Chimera is the Imperial Guards most prolific and highly valued armoured transport vehicle. Capable of fording water up to ten metres deep, the Chimera can easily accommodate ten fully equipped guardsmen and all

their necessary supplies within its ceremite armoured hold. Although the Chimera's standard pattern includes a small

turret mounted multilaser for close support, a number of Forge Worlds have successfully refitted the mount to take linked heavy bolters, heavy flamers and even an autocannon making the Chimera one of the Imperial Guards most versatile armoured vehicles. The Chimera's greatest strength however is in its ultra-reliable powerplant. Originally manufactured for the heavier A-50 Armoured Transport, the heavy duty turbine engine pre-dates the Chimera by several hundred years. Although considered old even by Imperial standards, the Chimera's A-50 turbine has proven to be so robust that the Adeptus Mechanicus have declared it sacrosanct and forbidden its replacement.

IMPERIAL GUARD CHIMERA (Armageddon Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+	-	
Heavy Bolter	30cm	AP5+	-	

Notes: Transport (may carry one Ogryn unit OR any two of the following units: Imperial Guard units: Supreme Commander, Commander, Infantry, Storm Troopers, Fire Support, Snipers).



IMPERIAL GUARD HELLHOUND

Produced in vast quantities by the factories on Armageddon, the Hellhound chassis are also widely refitted as Hellhound Assault Tanks. Modified to accommodate the Inferno heavy flamer turret and large promethium tanks, the

Steel Legion use large numbers of Hellhounds in their armoured companies when assaulting entrenched enemy

positions. With its ability to douse a target in gallons of burning fuel, there is very little protection against an attack which literally incinerates troops and cooks crews inside their vehicles. The Hellhounds greatest weakness however is in its own arsenal of highly volatile promethium. One unfortunate penetrating shot and a Hellhounds crew are in danger of being victims of their own vehicles catastrophic demise. Although most tank crews are understandably wary of the dubious honour of being assigned to a Hellhound Company, there is nevertheless no shortage of volunteers for the task.

IMPERIAL GUARD HELLHOUND (Gryphon IV Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Inferno cannon	30cm	AP3+	Ignore Cover	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD SENTINEL

Employed for reconnaissance and light infantry support, the Sentinel is used by many Imperial Guard Regiments, not least amongst them the Armageddon Steel Legion. Refitted with a fully enclosed and sealed

cockpit against the polluted conditions prevalent on Armageddon, the Sentinel saw action on virtually every

battlefront during the war. Across the Fire Wastes Sentinels were extensively used to scout out pockets of Ork resistance prior to calling in artillery fire missions. In the equatorial jungles Sentinels were used by companies of Ork hunters to clear a path through the thick undergrowth and set up highly mobile ambushes. Cheap and easy to manufacture, the Sentinels flexibility made it one of the most praised light vehicles of the entire conflict as well as a popular choice amongst those Guardsmen with both a flair for its unusual control characteristics and a maverick attitude.

IMPERIAL GUARD SENTINEL (Voss Prime Pattern)

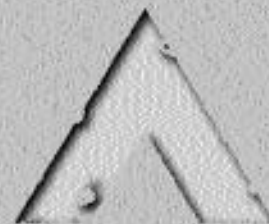
Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Multilaser	30cm	AP5+/AT6+		

Notes: Walker, Scout

IMPERIAL GUARD LEMAN RUSS

For over a thousand years the Imperial Guard's Leman Russ main battle tank has been an enduring symbol of the Golden Throne's power and protection across countless worlds in the Imperium. Standing 3.25 metres tall from ground to the upper track rail, the Leman Russ is instantly recognisable, and its silhouette is cited by Lord Solar Macharius himself as the "single greatest inspiration for him serving the Imperium boy and man". Fitted with torsion bar suspension and a gyrostabilised main gun, the Leman Russ can accurately engage its target both on the move and hull down, making it one of

the most advanced armoured fighting vehicles in the Imperial Guard arsenal. With a water-cooled jacket surrounding the main gun and a transverse turbine engine, the Leman Russ 'Mars' pattern is the most widely manufactured Imperial Guard tank and second in numbers only to the ubiquitous Chimera transport. In a one-on-one armoured duel there are few tanks that can match the Leman Russ for firepower and resilience.



IMPERIAL GUARD LEMAN RUSS (Mars Pattern)

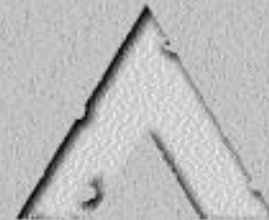
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	-	
Lascannon	45cm	AT5+	-	
2 x Heavy Bolter	30cm	AP5+	-	

Notes: Reinforced Armour

LEMAN RUSS DEMOLISHER

Unlike its sister tank the Leman Russ, the Demolisher was devised for but one task; line breaking. With a shorter ranged main gun, the Demolisher uses high explosive concussion shells to smash through enemy infantry lines and shatter fortifications. The Demolisher's sponsons have been refitted to accomodate either Plasma Cannons or Heavy Flamers, making it particularly adept at trench clearing. During The Helican Sub-Sector crusade, Demolishers from the '23rd Molokovian Lancers' used their dozer blades to great effect in

clearing minefields seeded by heretics around the planets main grain processing plants. Once clear of the antipersonnel devices, the Demolishers and supporting infantry swept the network of trenches and bunkers in a brutal armoured assault. Unable to stand in the face of the Demolishers devastating close-ranged firepower, the enemy swiftly capitulated.



IMPERIAL GUARD LEMAN RUSS DEMOLISHER (Ryza Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Demolisher	30cm	AP3+/AT4+	Ignore Cover	
Lascannon	45cm	AT5+		
2 x Plasma cannon	30cm	AP4+/AT4+	Slow Firing	

Notes: Reinforced Armour

LEMAN RUSS VANQUISHER

Once manufactured in vast numbers, the ability to produce a Vanquisher is virtually lost to the Imperium bar a handful of factories on Stygies and Gryphon IV. The long-barrelled main gun was devised as a way of increasing the Leman Russ role to include more advanced ant-armour capabilities, the Vanquisher cannon being able to fire adamantium jacketed 'penetrator' shells in addition to its normal complement of high-explosive rounds. Unfortunately the complexity involved in manufacturing the multi-layered barrel for the Vanquisher meant that only a small number of Forge Worlds had the

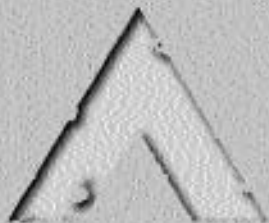
materials and expertise to produce them, this number dwindling even further after several key manufacturing sectors were overrun during the Skarath uprising. With parts for the Vanquisher restricted and in very short supply, the once common sight of its trademark long barrel is now often only seen in larger tank companies where a single variant is used as the companies command tank.



IMPERIAL GUARD LEMAN RUSS VANQUISHER (Stygies Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	4+	6+	3+
Weapon	Range	Firepower	Notes	
Vanquisher	75cm	AP4+/AT2+		
Lascannon	45cm	AT5+		
2 x Heavy Bolter	30cm	AP5+		

Notes: Reinforced Armour



IMPERIAL GUARD GRIFFON

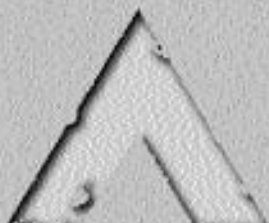
The Griffon has fallen out of favour with many Imperial Guard Regiments in recent years, due to its comparatively short range when compared to other dedicated motorised artillery units. None the

less the Griffon still has its supporters, and it remains popular as a cheap infantry support unit. The Griffon heavy mortar is most often found attached to mechanised infantry companies

where its short operational range is an advantage to the highly mobile nature of 'Armoured Fist' platoons. Although still widely used in the Imperium, the Griffon's reputation was irrevocably tarnished when several formations were overrun by Eldar Pirates on the Ramalian Shrine World, the crews slaughtered as they fled their vehicles. Without the aid of the Griffons fire support, the Imperial southern flank collapsed precipitating a total rout of Imperial forces and the loss of thousands of lives. Since that defeat, the Griffon has been placed under review for a rewrite in the *Tactica Imperialis* once a more suitable strategic role has been found for the unit.

IMPERIAL GUARD GRIFFON (Stygies VIII Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Heavy Mortar	30cm	1BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD BASILISK

The Basilisk is the most commonly used artillery piece in the Imperial Guard army. Reputed to be one of the longest artillery duels during the Third Armageddon War, over two hundred Basilisk self-

propelled heavy artillery pieces engaged Ghazghkull's Gargant construction yards deep in the Blackfire Mountains for three weeks. Constantly under fire from the Orks own

heavy batteries, the three battalions of Steel Legion Seventh Artillery kept up a persistent exchange of shells day and night for the entire duration of the assault. With Trojan gun carriers and Mag-rail trains maintaining a continuous supply of parts and munitions, the two hundred Basilisks reduced the Gargant construction yards to a complete ruin, whilst sustaining less than twenty percent casualties. Sadly the constant operation of the Earthshaker main guns for such a protracted period had a profound effect on the gun crews and loaders operating them resulting in virtually all suffering permanent hearing loss or perforated eardrums.

IMPERIAL GUARD BASILISK (Mars Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Earthshaker	120cm	AP4+/AT4+ or 1BP	Indirect Fire	
Heavy Bolter	30cm	AP5+	-	

Notes: May either shoot normally or fire a barrage. May only use indirect fire ability when firing barrages.



IMPERIAL GUARD BOMBARD

The Bombard is one of the Imperium's most ancient and renowned siege artillery pieces. It is rarely seen except during campaigns where its super-heavy siege cannon is required to

penetrate fortified enemy positions. The Bombard cannon does not boast the same kind of range as the more common Earthshaker gun, but what it lacks in range it more than

makes up for in destructive power. Most Bombard shells are high explosive concussion munitions, which rely on the detonation shockwave to breach defence lines, shatter buildings and crush enemy infantry and tanks. In more unusual circumstances the Bombard cannon can be used to deliver promethium vapour shells which seed the air with promethium just prior to impact. The resulting detonation ignites the fuel resulting in a catastrophic airburst that can crush bones, shatters rock and sucks the air from the lungs of those who escape the blast. In its delivery of ordinance the Bombard is brutally uncompromising.

IMPERIAL GUARD BOMBARD (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Siege Mortar	45cm	2BP	Ignore Cover, Slow Firing, Indirect Fire	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD MANTICORE

When General Kurov saw an opportunity to counter-attack the Rok sites at Infernus and Hades South, his first request was to the Manticore batteries attached to the seventeenth Cadian Expeditionary Force. Knowing that that the Orks would immediately know of the attack and strengthen their defences around the site if any of the Infernus Basilisk Companies were to be relocated, Kurov opted instead for a surprise assault from the port of Van'Mir. With the Hades Rok site less than thirty kilometres from the port, the Manticore's were right at the edge of their operational range, however

they did offer one vital advantage over the Basilisk. Where the Earthshaker gun could keep up a steady barrage of shells, the Manticore delivered its entire payload in a single devastating missile salvo. The combined strike of several batteries at once proved to be more than enough to breach the Orks defences opening up a gap for Kurov's armoured counter-offensive and the Silver Skulls capture of the Rok.



IMPERIAL GUARD MANTICORE (Triplex Phall Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Rocket Launcher	150cm	2BP	Slow Firing, Disrupt	
Heavy Bolter	30cm	AP5+	-	

IMPERIAL GUARD DEATHSTRIKE

Deathstrike batteries have become an increasingly rare sight on Imperial battlefields; the size and logistics of their deployment often seeing them overlooked in favour of more mobile units such as the Manticore. The one edge that the Deathstrike has over its artillery counterparts is its extreme range and payload size. The Deathstrike missile is a one-shot inter-continental solid fuel vehicle, which once launched has an operational range measured in hundreds of kilometres. On Armageddon Deathstrike batteries located at Helsreach Hive were able to support the defenders of Volcanus Hive ,

even though Volcanus was on the other side of the planet! Due to its size Deathstrike batteries are only deployed when a large surgical strike is required to a key target beyond the range of conventional artillery. Able to carry a range of payloads from Plasma and Vortex warheads to Biological pathogens, the Deathstrike has a reach unparalleled by any other Imperial Guard unit.



IMPERIAL GUARD MANTICORE (Triplex Phall Pattern)

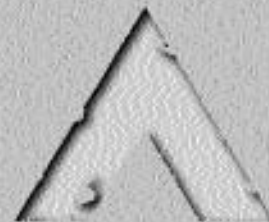
Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	20cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Deathstrike missile	Unlimited	MW2+	One-Shot, Titan killer (D6)	
Heavy Bolter	30cm	AP5+.		

Notes: No line of fire is required to fire a Deathstrike missile

IMPERIAL GUARD HYDRA

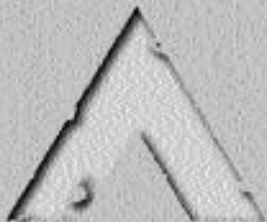
The Hydra Anti-Air battery, or 'Flak Tank' as it is affectionately referred to, is one of the Imperial Guards most prolific weapon systems. Manufactured on hundreds of Forge Worlds the Hydra is armed with four long-barrelled autocannons linked to a predictive sensor array and tracking turret. Capable of firing up to six hundred explosive rounds per minute, the Hydra is the Imperial Guards primary defence against enemy ground attack aircraft and is frequently deployed in support of armoured columns and fixed artillery

companies. When the threat of attack from the air is not immediate Hydra crews have also been known to put the quad autocannons to good use against enemy infantry and light vehicles. This is a role that suits the Hydra just as effectively although frowned on by more traditional Imperial Guard commanders and rigid followers of the 'Treatise Tactics'



IMPERIAL GUARD HYDRA (Metalicus Pattern)

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	6+	6+	5+
Weapon	Range	Firepower	Notes	
Hydra	45cm	2 x AP4+ /AT5+ /AA5+	-	
Heavy Bolter	30cm	AP5+	-	



IMPERIAL GUARD BANEBLADE

The Baneblade is a huge battle tank, capable of bludgeoning its way through any foe with its massed batteries of battle cannon and heavy bolters. One of the Imperium's greatest losses was tragically also the Baneblade's most historic victory. Outnumbered and outgunned, the Imperial forces on the Shrine world of Hyperia were driven back into the heart of the capital city by the forces of the Arch Heritor Benule Lesk. As the city was

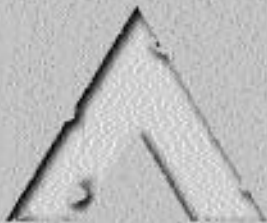
over-run, three Baneblade's of the Hyperian Centurions made a last stand on the shell blasted steps of the Great Cathedral. Under the command of Major Drenner the three tanks held off virtually the entire enemy force for over three hours before eventually falling to a counter assault by Chaos Marines of the World Eaters Legion. Although all three Baneblades were eventually overwhelmed and Hyperia itself lost, the final transmissions of Major Drenner were studiously recorded and archived by the orbiting Imperial Navy battlegroup before it was forced to withdraw. The names of all three Baneblades have since been returned to Mars to be recorded in the Adeptus Mechanicus honoured accords.

IMPERIAL GUARD BANEBLADE (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Battle Cannon	75cm	AP4+/AT4+	Ignore Cover, Fixed Forward Fire Arc	
Autocannon	45cm	AP5+/AT6+		
Demolisher Cannon	30cm	AP3+/AT4+		
Heavy Bolter	30cm	AP5+		
2 x Lascannon	45cm	AT5+		

Damage Capacity 3. Critical Hit Effect: The Baneblade's magazine explodes. The Baneblade is destroyed, and any units within 5cm of the model suffer a hit on a D6 roll of 6

Notes: Reinforced Armour.



IMPERIAL GUARD SHADOWSWORD

The Shadowword is often manufactured at the same Forge World as the Baneblade, however it is there that all similarities end. In place of the Baneblade's fearsome array of weapons, the Shadowword is armed with a single 'Volcano Cannon'. Powered by the Shadowword's massive turbine engines, the Volcano Cannon draws so much power from the power plant that they must be first de-coupled from the main drive train

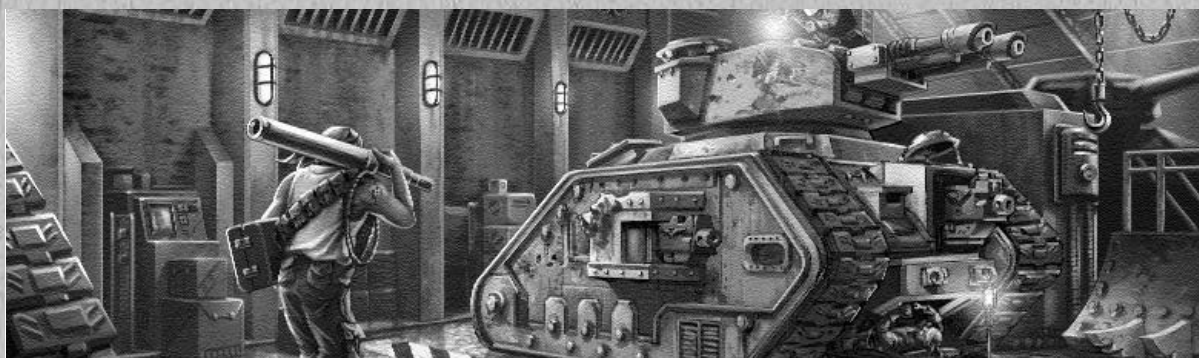
in order to fire. More than a match for virtually any armoured target, the Shadowword's primary prey are war engines, as even their prodigiously thick armour offers virtually no protection against the Volcano Cannon. A single squadron of Shadowwords nicknamed the 'Steel Cobras' was pivotal in turning the Ork tide at Tempestora. The Steel Cobras had positioned themselves in a hidden gully, from where they were able to enfilade the Gargant Big Mob attempting to breach the Morpheon Line. By the time the Orks had located their position two Gargants had been reduced to blazing wrecks, and after two more Gargants were destroyed the Orks were forced to withdraw. forced to fall back in disorder.

IMPERIAL GUARD SHADOWSWORD (Stygies VI Pattern)

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	6+	4+
Weapon	Range	Firepower	Notes	
Volcano Cannon	90cm	MW2+	Titan Killer (D3)	
2 x Heavy Bolter	30cm	AP5+		

Damage Capacity 3. Critical Hit Effect: The energy coils for the Volcano cannon explode. The Shadowword is destroyed, and any units within 5cm of the model suffer a hit on a roll of 6

Notes: Reinforced Armour.



IMPERIAL GUARD CAMOUFLAGE SCHEMES

Each Imperial Guard regiment is raised for a particular campaign and at the time of its founding is assigned specific uniforms and colour schemes. Camouflage techniques have long been studied by the military leaders of the Imperium and their wisdom is collected in whole sections of the *Tactica Imperium*. When a regiment goes to war, all of its tanks and uniforms will be coloured with appropriate schemes to reflect the terrain the campaign will be fought over. They are also assigned unit designations, regimental insignia and army and campaign badges.

To survive in the hostile environments of the 41st millennium, terrain camouflage is essential. In the cruel sub-zero temperatures of ice planets, winter camouflage is used. Planets covered with dense jungles containing many weird plant species require a whole host of differing camouflage designs. Specially adapted patterns are created for arid desert conditions and volcanic primaeval worlds. All of these terrain types offer Imperial Guard collectors with many options when designing camouflage schemes. Plenty of reference for camouflage can be found in the *Warhammer 40,000 Imperial Guard Codex* or in books on historic military vehicles. The examples below show just a few examples of the camouflage patterns we've used for our own Imperial Guard infantry and tanks.

JUNGLE

Separating Armageddon Prime from Armageddon Secundus is an enormous area of equatorial jungle. Formations operating in this terrain make extensive use of mottled green camouflage schemes, like those shown below.



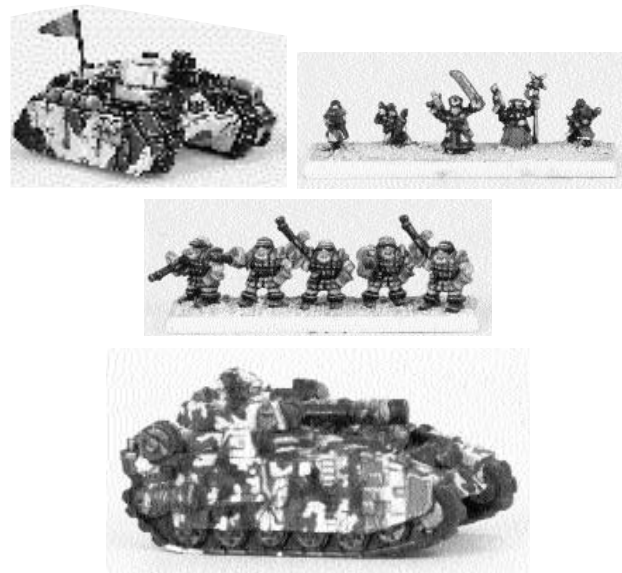
HIVE CITY & ASH WASTES

The Hive Cities of Armageddon are surrounded by vast ash wastes, produced by industrial dumping that turns the planet's surface into a grey, toxic desert. Troops use grey and black camouflage patterns in these regions.



ICE FIELDS

The Southern pole of Armageddon is a frozen tundra known as the Deadlands. Troops operating in this icy wilderness use white 'winter' camouflage schemes, often achieved by applying a quick coat of white paint on top of their standard camouflage.



WASTE LANDS

Most of Armageddon is a barren wasteland, produced by the millennia long exploitation of the planet's natural mineral deposits. Only hardy lichens and scrub can survive in this harsh wilderness. Troops operating in the wastelands use a khaki camouflage schemes, which blends in well with the drab and inhospitable environment.

